

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In r Application of: Williamson, et al.

Dock t No.: ZAXE0004

S rial No. : 10/628,951

Art Unit: 2671

Filed: 7/28/2003

Examiner: Unknown



Title: VIRTUAL REALITY IMMERSION SYSTEM

December 29, 2003

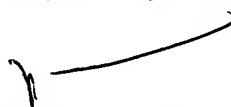
REQUEST FOR A CORRECTED FILING RECEIPT

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Dear Sir:

Applicant, by his attorney, requests correction of the Official Filing Receipt for the above-referenced patent application. A domestic priority number was omitted on the Filing Receipt. Under the heading Domestic Priority data as claimed by applicant, please add "and claims benefit of 60/398,896 July 26, 2002" to the filing receipt. A copy of the Executed Declaration, and page one of the application as filed, is attached showing the correct priority data. A copy of the original Filing Receipt is also enclosed.

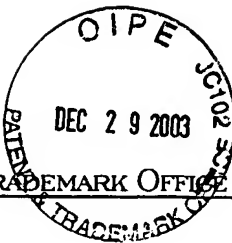
Respectfully submitted,


Michael A. Glenn
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Customer No. 22862



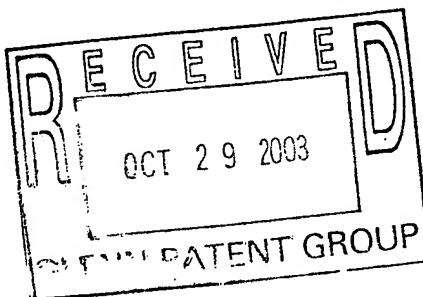
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APPL NO.	FILING OR 371 (c) DATE	ART UNIT	FIL FEE REC'D	ATTY. DOCKET NO	DRAWINGS	TOT CLMS	IND CLMS
10/628,951	07/28/2003	2671	561	ZAXE0004	17	36	4

22862
 GLENN PATENT GROUP
 3475 EDISON WAY, SUITE L
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CONFIRMATION NO. 6165

FILING RECEIPT



OC000000011102641

Date Mailed: 10/27/2003

Receipt is acknowledged of this regular Patent Application. It will be considered in its order and you will be notified as to the results of the examination. Be sure to provide the U.S. APPLICATION NUMBER, FILING DATE, NAME OF APPLICANT, and TITLE OF INVENTION when inquiring about this application. Fees transmitted by check or draft are subject to collection. Please verify the accuracy of the data presented on this receipt. If an error is noted on this Filing Receipt, please write to the Office of Initial Patent Examination's Filing Receipt Corrections, facsimile number 703-746-9195. Please provide a copy of this Filing Receipt with the changes noted thereon. If you received a "Notice to File Missing Parts" for this application, please submit any corrections to this Filing Receipt with your reply to the Notice. When the USPTO processes the reply to the Notice, the USPTO will generate another Filing Receipt incorporating the requested corrections (if appropriate).

Applicant(s)

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 Norihisa Suzuki, Los Altos Hills, CA;

Domestic Priority data as claimed by applicant

This application is a CIP of 10/060,008 01/28/2002
 which claims benefit of 60/264,604 01/26/2001
 and claims benefit of 60/264,596 01/26/2001 ABN

AND CLAIMS benefit of 60/398,896 Filed 7/26/2002

Foreign Applications

If Required, Foreign Filing License Granted: 10/23/2003

Projected Publication Date: To Be Determined - pending completion of Missing Parts

Non-Publication Request: No

Early Publication Request: No

** SMALL ENTITY **

Title

Virtual reality immersion system

DOCKETED

By: _____

Date: _____

60/398,896

COPY

Virtual Reality Immersion System

CROSS REFERENCE TO RELATED APPLICATIONS

This application is a continuation in part of U.S. Patent Application Ser. No. 10/060,008, filed on 28 January 2002 which claims benefit of U.S. Provisional Patent Application Ser. Nos. 60/264,604 and 60/264,596, both filed on 26 January 10 2001 and further claims benefit of U.S. Provisional Patent Application Ser. No. 60/398,896, filed on 26 July 2002.

BACKGROUND OF THE INVENTION

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TECHNICAL FIELD

The invention relates to virtual reality and simulations. More particularly, the invention relates to the immersion of an observer into a virtual reality environment.

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DESCRIPTION OF THE PRIOR ART

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Virtual Reality (VR) is an artificial environment constructed by a computer that permits the user to interact with that environment as if the user were actually immersed in the environment. VR devices permit the user to see three-dimensional (3D) depictions of an artificial environment and to move within that environment.

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VR broadly includes Augmented Reality (AR) technology, which allows a person to see or otherwise sense a computer-generated virtual world integrated with the real world. The "real world" is the environment that an observer can see, feel, hear, taste, or smell using the observer's own senses. The "virtual world" is defined as a generated environment stored in a storage medium or calculated using a processor.